

# Postgraduate Certificate

## Variable Analysis in Gamified Economies



## Postgraduate Certificate Variable Analysis in Gamified Economies

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/videogames/postgraduate-certificate/variable-analysis-gamified-economies](http://www.techtitute.com/us/videogames/postgraduate-certificate/variable-analysis-gamified-economies)

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# 01

# Introduction

The gamification industry is growing in terms of the number of users, the number of companies looking for specialized profiles and in the number of entrepreneurs who want to launch their own creative ideas. The pillar of this program is the knowledge of the global economy applied to video games with the objective of learning about the different ways to make a profit. Optimizing resources is one of the keys to gaining the knowledge necessary to succeed in this industry. Through extrapolating real situations within multimedia tools and integrating the experience of the teaching staff, this program will help students to boost their professional careers.







“

*With this Postgraduate Certificate, you'll be able to make games that'll be more successful than the likes of Splinterlands, Alien Worlds, Axie Infinity and Farmers World. You just have to know the right tools”*

The Postgraduate Certificate in Analysis of Variables in Gamified Economies aims to provide students with an exhaustive knowledge of economic concepts, which lay the key foundations for any digital project. Interpreting this data correctly can determine the success or failure of any venture within the gamification sector.

This program is based on an apprenticeship in which students will learn about the different elements that make up a game, and how these elements interact with the in-game economy. The specialized teaching team will walk the students along the path of correctly applying real-world economic principles in the world of video games. Development in this sector requires an understanding of the different variables that make up this highly profitable ecosystem, such as the application of Deadlocks in game mechanics.

This is a 100% online course that you can be completed anywhere, only needing access to a device with an internet connection. TECH's study model with extensive multimedia resources, lectures and simulations of real cases are the guarantee to expand your professional career.

This **Postgraduate Certificate in Variable Analysis in Gamified Economies** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ The development of case studies presented by experts in cryptocurrencies, Blockchain and video games
- ◆ The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Its special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection work
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



*Learn how to become the best analyst within the gaming market and succeed in a rapidly growing sector”*

“

*This Postgraduate Certificate will give you the tools to create profitable strategies within the Blockchain video game industry”*

*Dominate external platforms that offer Blockchain services, and skyrocket your professional career.*

*Gain the knowledge that brings you closer to the current economic state of video games. Only then will you know the line between success and failure in this industry.*

The teaching staff of this program includes professionals from the sector who bring their own industry experience, in addition to recognized specialists from prestigious societies and universities.

Multimedia content combined with the latest educational technology will provide the professional with practical and contextual learning, a simulated environment that can provide an immersive experience that's programmed to train students for real-life scenarios.

The design of this program focuses on Problem Based Learning, meaning the professional must try to solve the different professional practice situations that arise during the program. For this purpose, students will be assisted by an innovative and interactive video system developed by renowned experts.



# 02 Objectives

This Postgraduate Certificate will allow you to understand how principles from the global economy can be applied to virtual economies. It will analyze the main elements within the video game, and how they relate to the game's economy. In this course, students will also identify the economic variables that surround a gamification project and acquire the knowledge necessary to identify the various combinations that can occur within the categories of a video game.







“

*Be more than a gamer. Be a professional in the industry of Blockchain-based video games”*



## General Objectives

- ◆ Systematically identify how Blockchain technology functions, developing how its advantages and disadvantages are linked to the way its architecture functions
- ◆ Contrast aspects of Blockchain with conventional technologies used in the various applications to which Blockchain technology has been used
- ◆ Analyze the main features of decentralized finance in the context of the Blockchain economy
- ◆ Establish the fundamental characteristics of non-fungible tokens, their operation and deployment from their emergence to the present day
- ◆ Understand the link between NFTs and the Blockchain, in addition to examining strategies for generating and extracting value from non-fungible tokens
- ◆ Expose the characteristics of the main cryptocurrencies, how they are used, how they can be integrated with the global economy and virtual gamification projects





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NODE 05

NODE 06

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NODE 08

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NODE 01

BLOCK 01



## Specific Objectives

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- ◆ Categorize elements within a game in relation to their incidence within the final economy of the game
- ◆ Identify the degrees to which Economy variables within a game fall within their category
- ◆ Understand the proportional and inverse proportional relationships between two or more economic variables

“

*Acquire the skills that will be most useful to you to grow in the most promising virtual industry”*

# 03

# Course Management

The creation of any successful gamification project requires an analysis of a growing and highly competitive industry. A task that requires an apprenticeship with TECH's specialized teachers. With the objective of offering an elite education within everyone's reach, this program will be taught by a team that has mastered the video game sector and its multiple possibilities through applying real-life economic principles. Thanks to this team, students will acquire the competencies and skills that will launch their professional careers.





“

*A specialized team that will help you to understand a field that few have mastered”*



## International Guest Director

Rene Stefancic is a leading Blockchain and Web3 technology professional known for his innovative approach and strategic leadership in emerging digital ecosystems. He currently serves as Chief Operating Officer (COO) at Enjin, a pioneering Blockchain and NFT platform, where he manages tasks such as the adoption of new tools and fosters strategic partnerships to drive cutting-edge IT solutions. With a hands-on, results-oriented approach, he applies his “swim or sink” and “try everything” philosophy to every project, always looking to solve the most complex challenges in a scalable and effective way.

Prior to joining Enjin, Stefancic held the position of Head of Marketing at CoinCodex, a platform aimed at cryptocurrency data aggregation. It was in this environment that he consolidated his expertise in growth strategies and digital marketing, taking a decisive role in expanding the company's visibility and reach. His transition to the Blockchain world began when he decided to leave his career in traditional finance to focus on data modeling and analytics in this new sector, thereby laying the foundations for his career in a constantly evolving market.

With a vision focused on product development and IT strategy, the expert excels in leading teams towards the creation of innovative and applicable solutions in the context of Blockchain technology. His ability to build strong and long-lasting business relationships has enabled him to establish key strategic partnerships in the industry, cementing his international reputation as a dynamic leader in the field of technology and digital assets.



## Mr. Stefancic, Rene

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- Chief Operating Officer (COO) at Enjin, Singapore, Singapore.
- Blockchain Advisor at NFTFrontier
- IT Consultant at RS IT Consulting
- Marketing Director at CoinCodex
- Consultant at NextCash
- Digital Marketing Specialist at Piaggio Group Slovenia
- Master's Degree in Management at the Faculty of Management, University of Primorska

“

*Thanks to TECH, you will be able to learn with the best professionals in the world”*

## Management



### Mr. Olmo Cuevas, Alejandro

- ◆ Game designer and Blockchain economies for video games
- ◆ Founder of Seven Moons Studios Blockchain Gaming
- ◆ Founder of the Niide project
- ◆ Writer of fantastic narrative and poetic prose



# 04

## Structure and Content

The program has been designed by prestigious professionals in the the gamification sector who have extensive knowledge in the field of the virtual economy. The syllabus outlines the main characteristics of the video game economy, extrapolating its similarities with the real economy. From a global vision, it goes into the different elements that make up a gamification project and how these elements transform into a profitable video game. To achieve this, the main strategies based on experience and the application of deadlocks in game mechanics will be identified.







“

*A syllabus with the online digital tools  
that'll help you digest the content”*

## Module 1. Variable Analysis in Gamified Economies

- 1.1. Gamified Economic Variables
  - 1.1.1. Advantages of Fragmentation
  - 1.1.2. Similarities with the Real Economy
  - 1.1.3. Division Criteria
- 1.2. Search
  - 1.2.1. Individual
  - 1.2.2. By Group
  - 1.2.3. Global
- 1.3. Resources
  - 1.3.1. By Game - Design
  - 1.3.2. Tangibles
  - 1.3.3. Intangibles
- 1.4. Entities
  - 1.4.1. Players
  - 1.4.2. Single Resource Entities
  - 1.4.3. Multiple Resource Entities
- 1.5. Sources
  - 1.5.1. Generation Conditions
  - 1.5.2. Localisation
  - 1.5.3. Production Ratio
- 1.6. Exits
  - 1.6.1. Consumables
  - 1.6.2. Maintenance Costs
  - 1.6.3. Time Out
- 1.7. Converters
  - 1.7.1. NPC
  - 1.7.2. Manufacturing
  - 1.7.3. Special Circumstances



- 1.8. Exchange
  - 1.8.1. Public Markets
  - 1.8.2. Private Stores
  - 1.8.3. External Markets
- 1.9. Experience
  - 1.9.1. Acquisition Mechanics
  - 1.9.2. Apply Experience Mechanics to Economic Variables
  - 1.9.3. Penalties and Experience Limits
- 1.10. Deadlocks
  - 1.10.1. Resource Cycle
  - 1.10.2. Linking Economy Variables with Deadlocks
  - 1.10.3. Applying Deadlocks to Game Mechanics

“

*A program designed to boost your virtual project and your professional career in a booming sector”*



05

# Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.







“

*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*



## Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

*At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”*



*You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.*



*The student will learn to solve complex situations in real business environments through collaborative activities and real cases.*

### A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

**“** *Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

## Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

*In 2019, we obtained the best learning results of all online universities in the world.*

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.





In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

*Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.*

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



### Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



### Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



### Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.







#### Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



#### Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



#### Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



06

# Certificate

The Postgraduate Certificate in Variable Analysis in Gamified Economies guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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*Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”*



This program will allow you to obtain your **Postgraduate Certificate in Variable Analysis in Gamified Economies** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University** is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

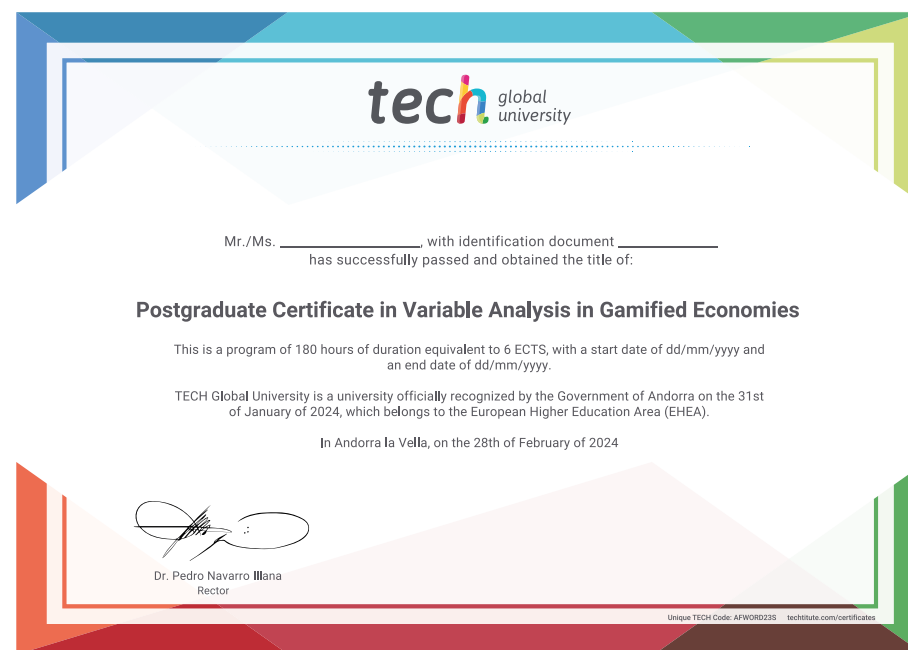
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Variable Analysis in Gamified Economies**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



future  
health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service innovation  
knowledge present  
online training  
development language  
classroom



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- » Credits: 6 ECTS
- » Schedule: at your own pace
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